

These pages are designed for a 3-panel, landscape-format customizable GM Screen

The first 3, pages 2-4 are for the GM side.

I put the last page, 5 on both side panels of the player side of the screen, with a Barsaive map in the middle.

PERCEPTION MODIFIERS TABLE	
Environmental Condition	Difficulty Modifier
Sight:	
Dusk/dawn	+2
Darkness:*	
Partial	+1
Full	+2
Complete	+3
Light rain/precipitation	+1
Heavy rain/precipitation	+3
Target concealed:	
Partial	+2
Full	+4
Complete	+6
Target camouflaged, same color as surroundings	+3
Target color contrasts with surroundings	-3
Target uniquely shaped compared to surroundings	-2
Viewer knows what to look for, i.e., has seen specific object or character before	-2
Sound:	
Soft background noise	+1
People talking	+2
Boisterous talk/singing	+3
Loud noises/battle sounds:	
10-20 yards away	+1
21-50 yards away	+2
More than 50 yards away	+4
Sound lower in pitch than background noise	+2
Sound higher in pitch than background noise	-2
Sound has steady rhythm that contrasts with background noise	-2
Listener has heard sound before and recognizes it	-2
Listener trying to identify the only audible sound	-3
Smell:	
Obvious odor	-2
Other odors present	+2
Touch:	
Extreme temperature (hot or cold)	-3
Perceiver is wearing gloves	+3
Taste:	
Taste is obvious	-3
Perceiver has a cold	+3
Astral Sensing (see the Workings of Magic chapter of the <i>Player's Guide</i>)	Varies

*In addition to any Action Test penalties (see Situation Modifiers in the Combat chapter of the Player's Compendium)

DIFFICULTY NUMBER TABLE					
Acting Character	Easy	Average	Hard	Very Hard	Heroic
Ordinary	1-2	3-5	6-9	10-12	13-15
Novice	1-2	3-7	8-12	13-16	17-20
Journeyman	3-6	7-12	13-18	19-22	23-27
Warden	6-8	12-16	18-24	25-29	30-35
Master	8-11	17-20	25-28	29-34	35-41

INTERACTION SUCCESS TABLE	
Type of Interaction Test	Result Level
Deceit:	
Exaggeration	Average
Fabrication	Good
Half-Truth	Average
Insight:	
Detect basic emotions	Average
Detect deception	Good
Detect deception when target's features are obscured	Excellent
Intimidation:	
Do nothing	Average
Take action	Good
Make an Impression:	
Improve target's attitude by one level	Average+
Worsen target's attitude by one level	Poor-
Ask for a Favor:	
Refer to the Favor Success Table	Varies

FAVOR SUCCESS TABLE		
Target Attitude	Small Favor	Large Favor
Awestruck	Poor	Average
Loyal	Average	Good
Friendly	Good	Excellent
Neutral	Excellent	Extraordinary
Unfriendly	Extraordinary	NA
Hostile	NA	NA
Enemy	NA	NA

PERCEPTION DIFFICULTY TABLE	
Situation	Typical Difficulty Number
Hidden target	Target's Dexterity step
Locate trap	Trap Detection Difficulty
Spot secret doors	8+
Notice clues	5+
Notice anything unusual about surroundings	6

POISON TABLE			
Poison Type	Spell Defense/ Step Number	Onset Time	Duration
Damage	5-9	Instant/1-2 days	1-6 rounds
Debilitation	5-7	Instant	Effect Test days
Paralysis	5-9	Instant	Effect Test hours
Death	10-13	Instant/1-2 days	Instant

CURSE TABLE		
Curse Type	Step Number*	Effect
Minor	7-8	Reduced steps, minor damage
Major	9-15	Scars, reduced Attribute Values
Horror	Horror's Spellcasting Step	Horror-marked items or characters, use of Horror powers through item

* The step number used to determine if a curse affects a character.

FALLING DAMAGE TABLE	
Distance Fallen	Damage Step
2-3 yds	5
4-6 yds	10
7-10 yds	15
11-20 yds	(2) 20
21-30 yds	(2) 25
31-50 yds	(3) 25
51-100 yds	(3) 30
101-150 yds	(4) 30
151-200 yds	(4) 35
201+ yds	(5) 35

CLIMBING DIFFICULTY TABLE	
Surface	Difficulty Number
Tree	5
Pole	7
Wall	9
Rocky Cliff	12
Sheer Surface	15

DETECTION DIFFICULTY TABLE	
Detection Difficulty	Difficulty Number
Easy	5
Average	9
Hard	15
Very Hard	21
Heroic	25

RESULT LEVEL TABLE

Result Level	Pathetic	Poor	Average	Good	Excellent	Extraordinary
Difficulty Number						
2	*	1	2-4	5-6	7-8	9+
3	*	1-2	3-5	6-7	8-9	10+
4	*	1-3	4-6	7-9	10-11	12+
5	1	2-4	5-7	8-10	11-13	14+
6	1	2-5	6-8	9-12	13-16	17+
7	1-2	3-6	7-10	11-14	15-18	19+
8	1-3	4-7	8-12	13-15	16-19	20+
9	1-4	5-8	9-14	15-17	18-21	22+
10	1-5	6-9	10-15	16-19	20-22	23+
11	1-5	6-10	11-16	17-20	21-24	25+
12	1-6	7-11	12-17	18-22	23-26	27+
13	1-6	7-12	13-19	20-24	25-28	29+
14	1-7	8-13	14-20	21-25	26-30	31+
15	1-8	9-14	15-22	23-26	27-30	31+
16	1-9	10-15	16-23	24-27	28-32	33+
17	1-10	11-16	17-24	25-29	30-33	34+
18	1-11	12-17	18-25	26-30	31-35	36+
19	1-11	12-18	19-27	28-32	33-36	37+
20	1-12	13-19	20-28	29-33	34-38	39+
21	1-13	14-20	21-29	30-35	36-40	41+
22	1-14	15-21	22-30	31-36	37-41	42+
23	1-15	16-22	23-32	33-37	38-42	43+
24	1-15	16-23	24-33	34-38	39-43	44+
25	1-16	17-24	25-34	35-40	41-45	46+
26	1-17	18-25	26-35	36-41	42-46	47+
27	1-18	19-26	27-36	37-42	43-48	49+
28	1-18	19-27	28-38	39-44	45-49	50+
29	1-20	21-28	29-39	40-45	46-50	51+
30	1-20	21-29	30-40	41-46	47-52	53+
31	1-21	22-30	31-41	42-47	48-53	54+
32	1-22	23-31	32-42	43-48	49-54	55+
33	1-23	24-32	33-44	45-50	51-56	57+
34	1-23	24-33	34-45	46-51	52-57	58+
35	1-24	25-34	35-46	47-52	53-59	60+
36	1-25	26-35	36-47	48-53	54-59	60+
37	1-26	27-36	37-48	49-55	56-61	62+
38	1-27	28-37	38-50	51-56	57-62	63+
39	1-28	29-38	39-51	52-57	58-63	64+
40	1-29	30-39	40-52	53-58	59-65	66+

* A Pathetic result only occurs on a roll of all ones on the Action Dice for this Difficulty Number (see the **Rule of One**, p. 18).

STEP/ACTION DICE TABLE

Step Number	Action Dice
1	D6-3
2	D6-2
3	D6-1
4	D6
5	D8
6	D10
7	D12
8	2D6
9	D8+D6
10	2D8
11	D10+D8
12	2D10
13	D12+D10
14	2D12
15	D12+2D6
16	D12+D8+D6
17	D12+2D8
18	D12+D10+D8
19	D12+2D10
20	2D12+D10
21	3D12
22	2D12+2D6
23	2D12+D8+D6
24	2D12+2D8
25	2D12+D10+D8
26	2D12+2D10
27	3D12+D10
28	4D12
29	3D12+2D6
30	3D12+D8+D6
31	3D12+2D8
32	3D12+D10+D8
33	3D12+2D10
34	4D12+D10
35	5D12
36	4D12+2D6
37	4D12+D8+D6
38	4D12+2D8
39	4D12+D10+D8
40	4D12+2D10

VISIBILITY TABLE

Condition	Short Range	Medium Range	Long Range
Daylight	20	200	750
Dawn/Dusk	15	125	500
Light fog	10	75	250
Heavy fog	2	5	10
Light rain/drizzle	15	175	350
Heavy rain	10	50	100
Night with moon	5	60	200
Night with no moon	5	15	30

FIRE DAMAGE TABLE

Size of Fire	Damage Step
Campfire (small)	6 (touch)
Campfire (large)	8 (touch)
House Fire	10
Forest Fire	12
Torch	4 (touch)

LIGHT SOURCE VISIBILITY TABLE

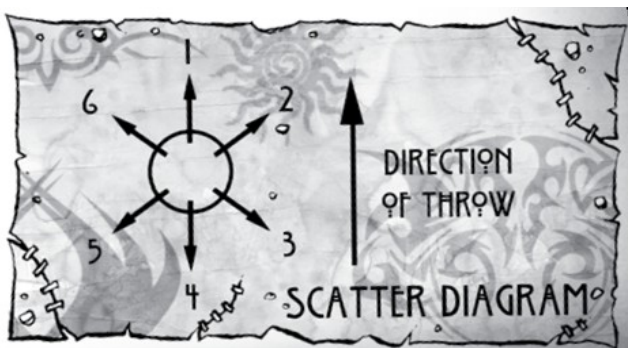
Light Source	Radius
Candle	2 yards
Torch	5 yards
Campfire	10 yards
Lantern	10 yards
Light Quartz	5 yards

TRAVEL RATE TABLE

Method of Travel	Travel Rate
Airship	255 miles (per 16 hour day)
Caravan (foot)	20 miles (per 8 hour day)
Caravan (mounted)	30 miles (per 8 hour day)
Name-giver (foot)	25 miles (per 8 hour day)
Name-giver (mounted)	45 miles (per 8 hour day)
Riverboat	160 miles (per 8 hour day)

BARRIER RATING TABLE

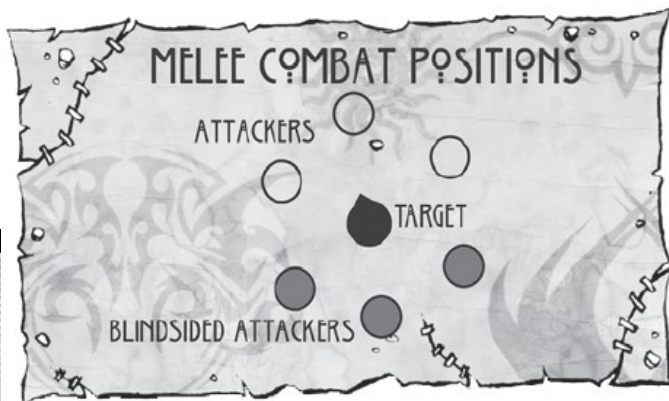
Barrier Material	Physical Armor	Death Rating
Blood Ivy	3	15
Cave or Natural Wall	30	150
Wood (up to 2 inches thick)	7	20
Wood (more than 2 inches thick)	9	30
Stone Wall (mortared)	12	45
Stone Block	20	85



COMBAT OPTIONS TABLE

Combat Option*	Effect/Modifier
Aggressive Attack (1 per attack) (EPG 222)	+3 bonus to Attack and Damage Tests; -3 penalty to Physical and Spell Defense
Aiming (1 per round) (EPG 222)	+2 (1 round) or +3 (2 rounds) bonus to next ranged Attack Test (see text)
Attacking to Knockdown (EPG 222)	Possibly knocks opponent down; inflicts no real damage to opponent
Attacking to Stun (EPG 222)	Damage Test inflicts Stun damage; Wounded opponent is also Stunned
Called Shot (1) (EPG 222)	-3 penalty to Attack Test; if successful, attack hits designated area
Defensive Stance (EPG 223)	+3 to Physical and Spell Defense; -3 penalty to all Action Tests (except Knockdown Tests)
Giving Ground (1) (EPG 223)	+1 to Physical Defense per 2 yards (1 hex) given (up to maximum of Melee Weapons or Unarmed Combat rank); -2 penalty to Attack Tests
Going Inside a Shield (EPG 224)	Negates opponent's shield bonuses; -2 penalty to Attack Test
Jumping Up (2) (EPG 224)	Allows the character to stand up and perform a standard action; no other movement allowed
Running (1) (EPG 225)	Character doubles his Movement Rate, but is Harried
Setting Against a Charge (EPG 225)	Allows the character to unhorse a mounted opponent
Shattering a Shield (1) (EPG 225)	Breaks opponent's shield
Splitting Movement (1) (EPG 226)	Allows a move/action/move combination; character is Harried
Tail Attack [t'skrang only] (EPG 226)	Allows an additional Unarmed Combat attack (-2 to all Action Tests)
Tail Parry [t'skrang only] (EPG 226)	+1 to Physical Defense per -1 to all Action Tests (max. +3 bonus)

* The number in parentheses () after the option is the Strain cost.



COMBAT ROUNDS

- 1 Declare Actions (p. 395)
- 2 Determine Initiative (p. 395)
- 3 Resolve Actions (p. 396)
- 4 Begin a New Round (p. 396)

RESOLVING ATTACKS

- 1 Make an Attack Test (p. 398)
- 2 Determine Success (p. 398)
- 3 Make a Damage Test (p. 399)
- 4 Adjust Damage for Armor (p. 399)
- 5 Check for Wounds (p. 400)
- 6 Make a Knockdown Test (p. 400)
- 7 Check for Unconsciousness or Death (p. 401)

SITUATION MODIFIERS TABLE

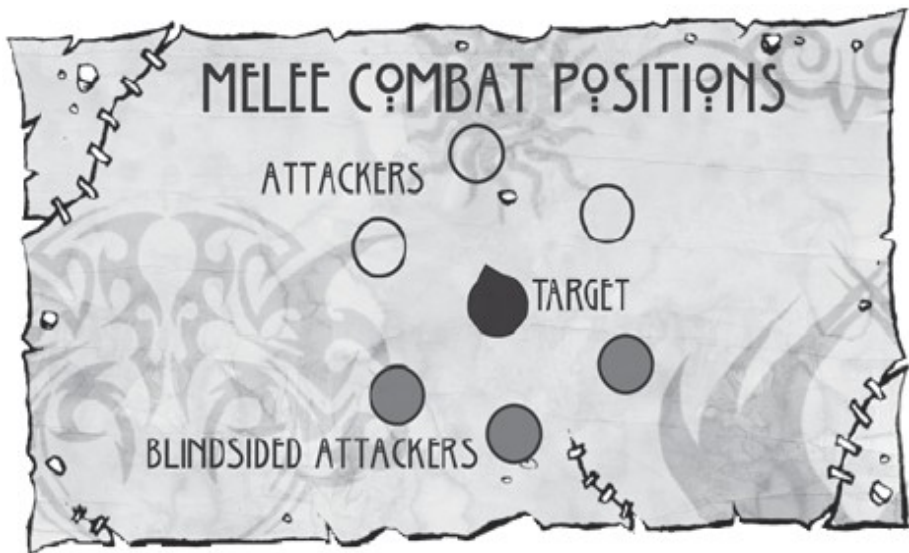
Situation	Action Test Modifier	Defense Modifier*
Blindsided (EPG 226)	--	-2
Cover (EPG 226)	--	Partial: +2 Full: +4 Complete: NA
Darkness (EPG 226) (Blindness; Dazzled) (EPG 227)	Partial: -1 Full: -3 Complete: -5	--
Distance (EPG 227)	Short: NA Long: -2	--
Harried (EPG 227)	-2	-2
Overwhelmed (EPG 228)	-3	-3
Impaired Movement (EPG 228)	Light: -2 Medium: -3 Hard: -4	--
Knocked Down (EPG 228)	-3	-3
Stunned (EPG 228)	Simple actions only; Harried (-2)	-2
Surprised (EPG 228)	No Action Tests allowed	-3

* Also applies to Social Defense, at the gamemaster's discretion.

COMBAT OPTIONS TABLE

Combat Option*	Effect/Modifier
Aggressive Attack (1 per attack) ^(EPG 222)	+3 bonus to Attack and Damage Tests; -3 penalty to Physical and Spell Defense
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Attacking to Stun ^(EPG 222)	Damage Test inflicts Stun damage; Wounded opponent is also Stunned
Called Shot (1) ^(EPG 222)	-3 penalty to Attack Test; if successful, attack hits designated area
Defensive Stance ^(EPG 223)	+3 to Physical and Spell Defense; -3 penalty to all Action Tests (except Knockdown Tests)
Giving Ground (1) ^(EPG 223)	+1 to Physical Defense per 2 yards (1 hex) given (up to maximum of Melee Weapons or Unarmed Combat rank); -2 penalty to Attack Tests
Going Inside a Shield ^(EPG 224)	Negates opponent's shield bonuses; -2 penalty to Attack Test
Jumping Up (2) ^(EPG 224)	Allows the character to stand up and perform a standard action; no other movement allowed
Running (1) ^(EPG 225)	Character doubles his Movement Rate, but is Harried
Setting Against a Charge ^(EPG 225)	Allows the character to unhorse a mounted opponent
Shattering a Shield (1) ^(EPG 225)	Breaks opponent's shield
Splitting Movement (1) ^(EPG 226)	Allows a move/action/move combination; character is Harried
Tail Attack [t'skrang only] ^(EPG 226)	Allows an additional Unarmed Combat attack (-2 to all Action Tests)
Tail Parry [t'skrang only] ^(EPG 226)	+1 to Physical Defense per -1 to all Action Tests (max. +3 bonus)

* The number in parentheses () after the option is the Strain cost.



COMBAT ROUNDS

- 1 Declare Actions ^(EPG 214)
- 2 Determine Initiative ^(EPG 214)
- 3 Resolve Actions ^(EPG 215)
- 4 Begin a New Round ^(EPG 215)

RESOLVING ATTACKS

- 1 Make an Attack Test ^(EPG 218)
- 2 Determine Success ^(EPG 218)
- 3 Make a Damage Test ^(EPG 218)
- 4 Adjust Damage for Armor ^(EPG 219)
- 5 Check for Wounds ^(EPG 219)
- 6 Make a Knockdown Test ^(EPG 219)
- 7 Check for Unconsciousness or Death ^(EPG 219)

SITUATION MODIFIERS TABLE

Situation	Action Test Modifier	Defense Modifier*
Blindsided ^(EPG 226)	--	-2 Partial: +2
Cover ^(EPG 226)	--	Full: +4 Complete: NA
Darkness ^(EPG 226) (Blindness; Dazzled) ^(EPG 227)	Partial: -1 Full: -3 Complete: -5	--
Distance ^(EPG 227)	Short: NA Long: -2	--
Harried ^(EPG 227)	-2	-2
Overwhelmed ^(EPG 228)	-3	-3
Impaired Movement ^(EPG 228)	Light: -2 Medium: -3 Hard: -4	--
Knocked Down ^(EPG 228)	-3	-3
Stunned ^(EPG 228)	Simple actions only; Harried (-2)	-2
Surprised ^(EPG 228)	No Action Tests allowed	-3

* Also applies to Social Defense, at the gamemaster's discretion.